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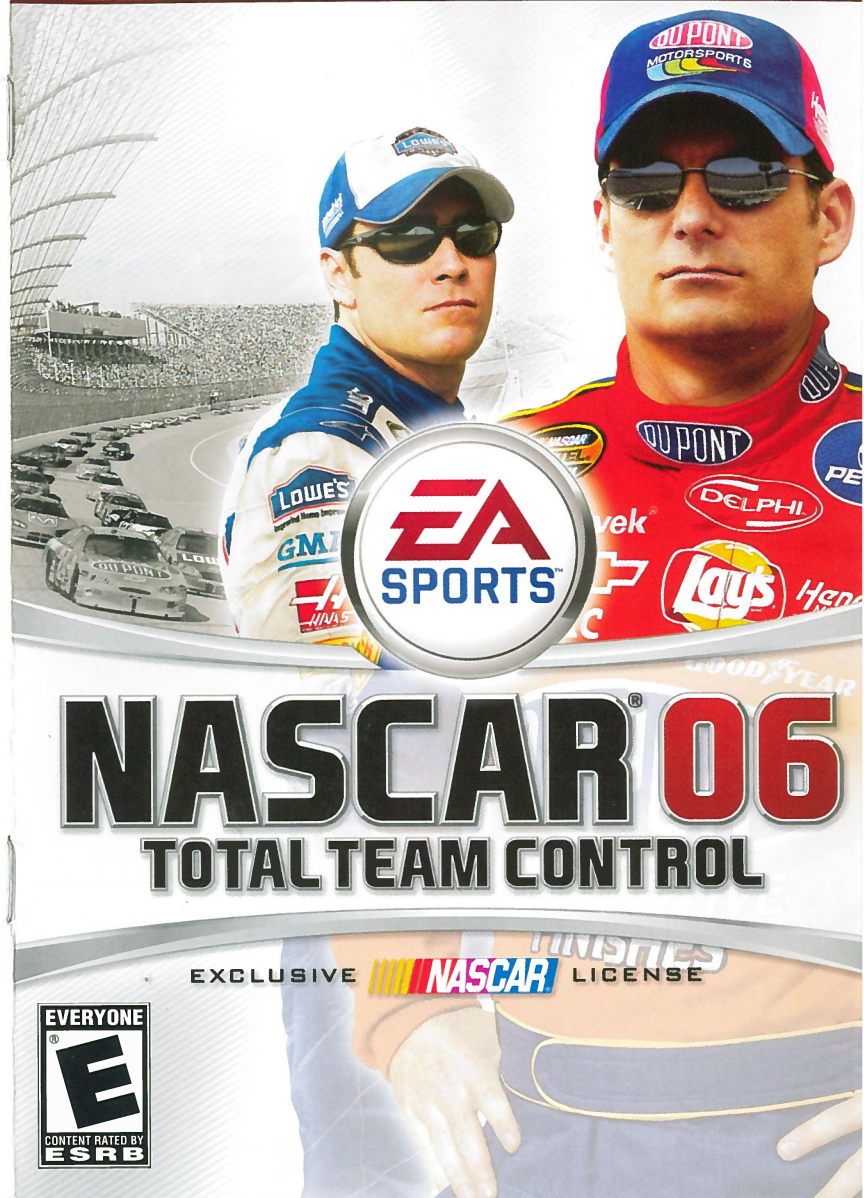
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XBOX

LIVE

ONLINE ENABLED



ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

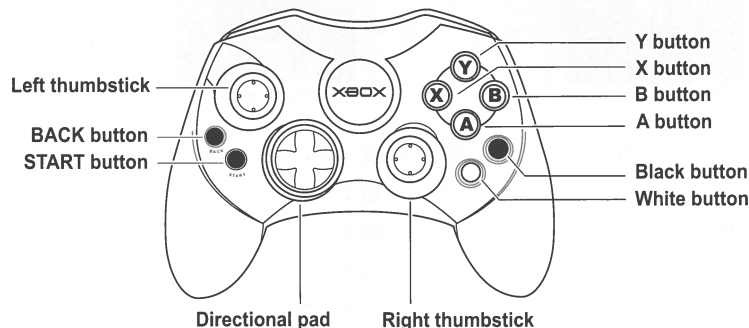
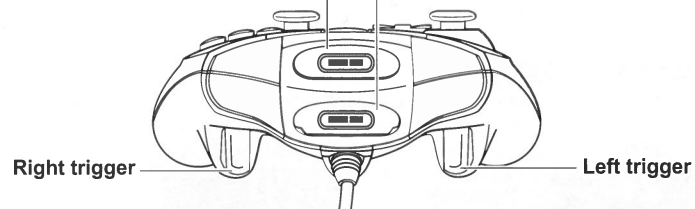
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

RACING CONTROLS

Refer to the Team Racing Controls section of this manual for information on the all-new Communicator controls.

Expansion slot A Expansion slot B



Steer	L / R
Accelerate	R (pull)
Brake	L (pull)
NEW Communicator (see p. 2)	R
Share draft	A
Intimidator™	B
Change view	•
Reverse	○
Shift up/down	Y / X
Mirror (With HUD on)	L (click)
Toggle HUD (Heads Up Display)	◀
Pause game	▶

CHECK OUT



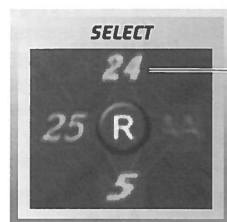
ONLINE AT WWW.EASPORTS.COM

NEW TEAM RACING CONTROLS

Take command of a racing team in the first-ever squad-based racing experience. Radio to teammates for assistance or take the wheel of a teammate's car in the middle of a race to fend off rivals. With all-new game controls, including real-time voice command, communicate with your crew chief, spotters, and on-track allies to help punch your team through the pack.

COMMUNICATOR CONTROLS

Take control of your teammate's car during a race with a flick of the right thumbstick.



Move **R** to communicate with car #24.



Communicate with Car #24 by selecting a command.

Select teammate	R (move toward teammate's car number icon)
Swap cars	R ↓
Follow	R ↑
Block	R →
Work with me	R ←

NOTE: You can alter all four right thumbstick communicator commands assigned to your controller, or swap in new ones by accessing RACE COMMANDS via the Settings menu (or Pause menu during a race). Alternative commands include Hold, Pit Now, and more.

VOICE COMMAND CONTROLS

Gain a competitive advantage by calling out to teammates for help, talking to your crew chief for real-time feedback, and voice-activating menu options. Use your USB headset to give your crew chief verbal commands.

Toggle voice communicator ON/OFF	R (click)
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NOTE: You can modify the noise responsiveness of your microphone by adjusting the Voice Sensitivity sliders for your headset (access the AUDIO menu via the Settings menu). Adjust the slider to determine how sensitive the microphone is to picking up your voice commands during gameplay.

ON THE TRACK

NASCAR 06: Total Team Control begins with you in the middle of a heated battle with Dale Earnhardt Jr. and Michael Waltrip during the final moments of the Pepsi 400. Using the all-new Team Racing Controls, see if you can finish the race in first place.



DRAFTING, FLAGS, AND SKILL POINTS

Standard Drafting

When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. Additionally, you can save gas. The Draft meter shows the current strength of the regular draft.

Share Draft

Press **A** to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver. The draft meter fills faster if your driver is a Hero.

Intimidator™

To be an Intimidator™, approach the bumper of another car. When the draft meter begins to fill, press **B** to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but that driver may hold a grudge against you. The meter fills faster if your driver is a Villain.

Grudges & Alliances

When you run into or intimidate another driver, he'll remember your actions on the next lap, or even during the next race. A red icon displayed above a car indicates that driver holds a grudge against you. Similarly, you can form alliances with other drivers by racing a clean race or sharing a draft. In turn, an ally is more likely to work with you during the heated moments of a race.

Flags

During the course of a race, flags indicate changes in track conditions. A yellow flag indicates a caution and means you must slow down and maintain your current position in the field. There are no yellow flags in Whelen races.

A white flag is displayed when the leader of the field crosses the finish line to begin the last lap of the race. The first driver to cross the finish line again receives the checkered flag of victory.

Pit Stops

During longer races, you have to make pit stops to refuel, get new tires, and repair your car. You can change your pit options before you reach your stall. Pit stops are not allowed in Whelen races.

Skill Points

Earn Skill Points in each race (excluding multiplayer and Xbox *Live*® races) by driving well and completing laps without damaging your car. Points are earned then added to your Skill Points account during the race. Use Skill Points to unlock tracks, cars, sponsors, and more.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress when Auto-Save is set to OFF. All unsaved information will be lost otherwise. You can also save or load manually by accessing the SAVE or LOAD screens (via the Settings menu).

- To save or load a file, highlight the file you wish to load (or create a new file when saving for the first time). Once the file is selected, the game data is either loaded or saved.

FIGHT TO THE TOP

Create a driver and power your way up the NASCAR ranks by building the ultimate team. As you progress through your career, take the helm of your own racing organization and position yourself to outperform or own real-world NASCAR teams.

As a driver, make a name for yourself in the Whelen series, Craftsman Trucks, and NNS by finishing near at or the top of the standings. As you move your way through each level, the NEXTEL Cup series awaits.

FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. He can point you in the right direction to jumpstart your racing career. Be sure to listen to your phone messages from time-to-time. Your agent brings you news of offers from other teams and sponsors, as well as tips about events on your calendar, and helpful game advice.

Track your progress through the NASCAR season by viewing the events on your calendar, including Charity and Showdown races. You can also review driver contracts and racing stats, or check out driver standings, including the total number of points you've earned in the current series.

Select Event

Review the schedules for different weeks or select an event to enter. Early in your career you may find empty weeks on the schedule.

Race Shop

Sign driver contracts or buy teams to race in any of the four racing series. Manage your purchased teams from your Race Shop.

- As a driver, just focus on racing. Finish well, increase your Prestige rating, and draw interest from better-funded teams that invite you to prove your skills in Test Sessions. Perform well there, and you'll soon receive offers for better rides.
- As a driver/owner you earn more money, but you also must manage all aspects of your team. After you buy a new team, you need to sign a sponsor, train your pit crew, create your car's paint scheme, and manage your merchandising.
- When competing in multiple series at the same time, multiple events may occur on the same day. However, you can't be in two places at once. As an owner, you can hire a driver to race an event for you. Select HIRE DRIVER, and choose the driver who best fits your budget.

NOTE: You cannot be a driver and a driver/owner in the same series during a season. If you are under contract in a series, you cannot purchase a team in that series. Make your team decisions at the beginning of each season.

Career Status

Check your prestige—Hero or Villain—along with fan support, cash reserves, and overall progress in your Chase for the Cup. Whether you choose to become a Hero or a Villain, your performance on the track earns you more than money.

Hero

Heroes fight to win without using tactics that could anger other drivers. They can also Share Draft with other drivers more easily.

Villain

Villains do whatever it takes to win—even if that means knocking other drivers out of the race. Villains can also intimidate other drivers more easily using the Intimidator™ control.

Prestige

Perform well on the track and you increase your Prestige. Drivers with high Prestige receive offers to drive in Test Sessions. Drive well in a Test Session, and you can earn contracts to compete in better racing series.

Fan Support

Fans flock to drivers who know how to win, Hero or Villain. They also like drivers who take time to sign autographs. Adding fans means you make more money from your merchandise trailer.

SHOWDOWN AND CHARITY RACES

If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races. Winning Showdown Races earns Skill Points that can be used to buy Chase Plates.

Drivers with high prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, you can earn extra Hero/Villain points, a Skill Point bonus, fans, or all of the above.

XBOX LIVE®

Become a NASCAR superstar as you take on the best online drivers across the nation.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 18 TO SUBSCRIBE TO XBOX LIVE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.

TAKE NASCAR 06: TOTAL TEAM CONTROL BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

WELCOME TO NASCAR 06: TOTAL TEAM CONTROL ONLINE

Whether you're looking to join a Quick Match session, a custom OptiMatch, access the Lobby, or join or create a 4 Player race, all the tools you need to connect to other players are available from the Xbox Live Main menu.

The Online Lobby is your main resource for connecting to players from coast-to-coast. Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

ONLINE MENU

Quick Match	Find the next available player for a quick online session.
OptiMatch	Tailor the game to the way you want to play.
Lobby	Choose a room based on your location and skill level.
Leaderboards	Check out the best of the best in <i>NASCAR 06: Total Team Control</i> online racing.
My NASCAR®	Change Xbox Live settings and more.
My Career	Track your online racing career.

NOTE: Three and four player races may not be available for all connection types.

OTHER RACE MODES

To earn additional Skill Points that can be spent on Chase Plates, try your luck in Dodge Challenges, Dodge SpeedZone, or Chase for the Cup modes.

RACE NOW

Get on the track for a single race. All racing series and all drivers are available to choose from, including unlocked cars and fantasy tracks.

- In the Pre-Race menu, you can choose to Practice on the track or attempt to Qualify for the race.
- In the Car Setup screen, you can make adjustments to your car's setup to match the current track. To return your car to its default setup, select DEFAULT SETUP.

SEASON

Race an entire NASCAR season in any of the four series. In the Season Settings screen, select your series, the number of races in it, the difficulty level, and the length of each race.

In the Select Event screen, you can enter the displayed race and choose to participate in the race or let the race be simulated for you. You can also change your driver or let a friend join your season at any time between races at the Change/Add Driver screen.

DODGE CHALLENGES

Relive some of NASCAR Racing's greatest moments of the past year. When you complete a Dodge Challenge, you earn Skill Points that can be spent on Chase Plates.

DODGE SPEEDZONE

Practice specific skills such as passing, braking, and drafting. Win the challenge, and earn Skill Points to buy Chase Plates.

CHASE FOR THE CUP™

The Chase begins with ten races left in the season, with each driver separated by five points in the standings. If you win the Chase, you earn Skill Points based on your selected difficulty settings and your starting position in the Chase field.

MY NASCAR®

Exchange your Skill Points for Chase Plates rewards, view your Best Lap times, or access the Custom Car Garage.

SKILL POINTS

View your list of available bonus tasks and the rewards you can earn by completing them in-game. Once you earn enough points, buy Chase Plates to unlock tracks, cars, sponsors, and more.

BEST LAPS

View the best lap times for all tracks.

CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now, Season, and Chase for the Cup modes. After you select the series and a car skin, the Design screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors. For each series, you can store up to four cars.

LIMITED 90-DAY WARRANTY

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Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: (650) 628-1900

EA Warranty Information

Online Self-Help Knowledgebase and Email – You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department:

<http://techsupport.ea.com>

Automated Warranty Information – You can contact our automated phone system 24 hours a day for any and all warranty questions:

(650) 628-1900

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Telephone Support Technical Support is also available from 8am to 6pm PST by calling us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

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